THE GORGON



,,*Slay them , SLAY THEM ALL!!!*,,

Alignment : Chaotic Evil Race : Awnsheghlien (Dark God) Class : Avatar of God,Overlord,Swordsman

Lore - Once a Human Noble from the world of Birthright who betrayed his people and swore his loyalty to the Dark God Azrai. He murder his own Human sire and plunged his kingdom into a wast civil war from which to this day the petty kingdom successor states have to recovered from. The Gorgon is growing ever more powerful , rulling a kingdom of his own , and even though his God is dead he plans not to revive , but to replace him upon the throne of darkness , right after crushing the Elves and Humans and their petty resistance.

1. Tighmaevril Blade- The Gorgons makes a 10 damage attack 4 Times on up to 4 targets or he makes a single attack dealing 40 damage.Melee attack

2.Divine Aura - The Gorgons very presence forces mortals to obediance,all non-God characters(except the Gorgon) must roll a 1d6.All Heroes that roll a ,1, or ,2, skip this Action all Servants that roll a ,1, or ,2, must instantly join the Gorgon as his Servants.The Gorgon may choose not to effect any ammount of characters with this ability.Shield

3. Hooves- The Gorgon deals 20 damage to a single target,its concentration is broken it looses any Stance abilities it was in.Hits first.Melee attack

4.Dark Regeneration- If the Gorgon is below 50HP he heals for 10 HP at the start of each of his Actions untill he reaches 50HP(he may not heal himself above 50HP with this ability).Passive

5.Alertness- The Gorgon may attack a Stealthed character as if he was visible,if he does that character looses Stealth. Passive

6. Petrifying Gaze - A target Character rolls a 1d6 on a roll of ,1, ,2, or ,3, the character starts turning to Stone.Put one turning to stone Stack on him.For each stack like this on himself the character must skip one Action(Turn) per Round(3 Turns) of combat of his choice.If three Stacks of turning to Stone are on him he is completly immobile and can not act but is still considered alive and has passive abilities.If this ability was used on a character who used an eye type power on the same Action(Amaterasu,Rinnegan etc...) the ability automatically effects him.Shield

Ultimate- Death Gaze,a target character rolls 1d6 on a ,1, ,2, or ,3, he instantly dropps dead and may not return to life by any means,on a ,4, ,5, or ,6, he takes 50 damage that can not be prevented by any means. If this ability was used on a character who used an eye type power on the same Action(Amaterasu,Rinnegan etc...) the ability automatically instantly kills him without rolling.Shield

\*The Gorgon may choose to replace three of his abilities with Spells chosen from a spell list below-

*Maze - A target character is sent to an alternate dimension,at the start of each Action he rolls a 1d6,he returns to the combat field if he rolls a ,6,.This chance increases by 1 after each 1 Actions have passed.While in the alternate dimension the character may act normally but can not be effected by any abilities from the true dimension(where the other characters are) nor can he effect them by any means,but effects that were already on him when he entered the Alternate dimension remain on him(such as Stone Gaze).May only be used once per game.Shield*

*Teleport- The Gorgon may choose to Teleport to his own Alternate Dimension(the same one as Maze,but there must be a character there before casting Teleport) or back from it into the True Dimension(the Battlefield),he may send himself or another willing Hero or Servant into that dimension.He ignores all abilities this Action. Shield*

*Globe of Invulnerability - The Gorgon chooses any two Ranged attack type abilities(from any friend or foe) the Gorgon ignores their effects completly for the rest of the game . Can only be used once per game. Shield,Passive once used*

*Cone of Cold- The Gorgon deals 35 damage to all enemies.Can only be used once.Ranged*

*Fly - The Gorgon gains flying for this and his next Action.Shield*

*Haste - The Gorgon gains the Haste Stack he may on the next Action and the Action after that use two abilities instead of one if they are on the same die(he can use ability 1 and 6 together or 5 and 2 or 3 and 4 together) they are exausted after the use.After two Actions after this one have passed remove the Haste Stack from the Gorgon and give him two Stacks of Tired(he takes 20 damage more from all sources). Stack*